Research institute manager

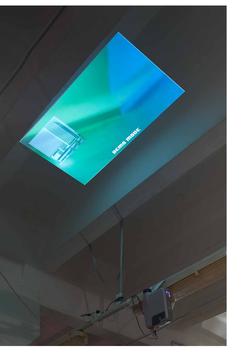
2016 Polygraphic workshop art space, Moscow

Single-channel video, 2016
Duration: 14'00"
Audio effects and music are based on Goody videogame

Science in the USSR was highly esteemed and intensively supported by the government. Soviet research and development institutes formed a particular category of architecture. Their buildings were supposed to dominate the surroundings and provide the impression of progress and power.

Enormous R&D institutes with people moving inside glass and concrete structures could be imagined as microcities, and as the inevitable process of offline document exchange and meetings took much time, daily jogging might be a metaphor of an arcade game.

Career development usually led to taking higher positions physically; from the HR department on the ground floor through the middle ones with engineering departments and laboratories to the top-rank management on the last floors.



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